

RETRO 64



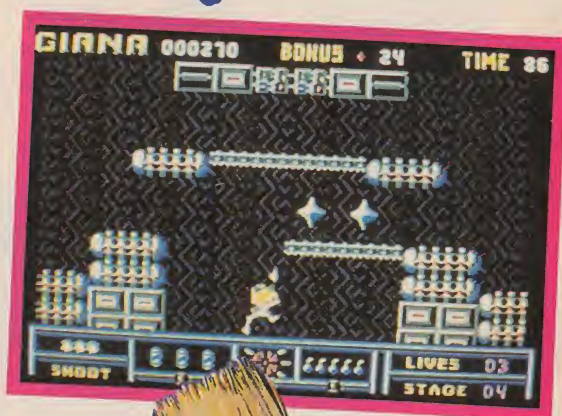
your Magazine for Retro Systems & Emu/Clone & Retro YouTube & more... issue NR:003



and Metal Jesus Rocks and Giana Sisters 2

From LULU Designs &  LULU'S RETRO GAMES BLOG

GIRLS ON TOP COMPO



**WIN A HOLIDAY IN GERMANY WITH
THE GREAT GIANA SISTERS**

**Twenty five copies for the
runners-up**

What's this? A chance to spend a dirty week in Dusseldorf. A romp in the Rhine? Frolics in Frankfurt? Well not exactly, but what you and a friend do when you get there is your business. (These compos go from bad to wurst — Ed).

We're offering you the chance to spend a week in Germany, with a parent or friend. While you're there GOI will arrange for you to Gutersloh, the home of *Giana* programmers Rainbow Arts. They'll show you around and arrange for your names to go on the top of the high score table of *Giana Sisters II*! How's that for oneupmanship?

Don't despair if you don't win because you might be a runner-up, and that'll get you a copy of *Giana Sisters* for your Amiga or 64.

All we want you to do is answer these four willy tuff questions:

- 1) Which literary sisters wrote *Wuthering Heights* and *Jane Eyre*?
- 2) Which singin' soulsters sang 'Sisters are doin' it for themselves'?
- 3) One writes trash novels the other stars in trashy soaps. Who are they?
- 4) CU has two sister magazines, what are they?

Now answer the tiebreaker: "I want to be on top of *Giana Sisters II* (Hi-score) because" (no more than 25 words) and send it on a postcard to SISTER COMPO, Commodore User, 30-32 Farringdon Lane, London EC1R 3AU. Entries must reach us by June 18.



RETRO 64 - this is a OLD RETRO AD



My Hunt Pickups p4

The Great GIANA SISTERS

C64 Read
My Review
on
P6



DS Read My Review on P9

The Great GIANA SISTERS II

P12
Read My Review on



Metal Jesus
Rocks

Read My
Review
on
P14

RETRO 64



your Magazine for Retro Systems & Emu/Clone & Retro YouTube & more...

Hej and Welcome to issue 3 of RETRO 64 Magazine :D

I hope you enjoy it and keep Supporting and Spreading it where you can TY :) And to you all a Merry Christmas & I am now working on a White Issue for this time next year :D

& for a More In-depth info on the Mag and me Please Read R64 issue 1

If you as a Developer want to send me a New Retro Game or Clone System for review or if you as a Reader want to send me something Retro to Review or just want to help me with stuff I need for the Magazine :) please send it to the union: Retro Hunters, postbox, Møllegade 96B, 8660, Denmark (ad "R64" on the Back of the Post or on the side off the Box ty) I get the Post from them :) so if you do send me stuff TY so much :D

**RETRO 64 Magazine,s
Platformer is on my New Blog:
LULUs RETRO GAME BLOG.**

**Keep up to date:
QR2 ALL MAG**



5 Months ago I visited my little sis who lives far away from me :) & we went to an outdoor FleaMarket :D I didn't think I would get lucky & find any of the big + things I was looking for cause there was only the last Row of sellers left & up to that I had only found some LEGO plates, but then I spotted a box under a table full of Wii stuff. I didn't believe my eyes, there were 2 Wii & a ton of accessories :D



I asked her what she wanted for it, she said 450kr = 69USD, but I got her down to 300kr = 46USD :D what a deal. I was going to give one to my sis, but then when I got home, I discovered that 1 was an American one so not PAL but NTSC :) that's cool now I can play US exclusive games if I find some, although there's usually more EU exclusive games than there is US Games, but it does happen ;D But on the other hand, I think there's actually Mods for the Wii now that

Super Mario Bros. プリズ

Prize

スーパーマリオキャラクターズ
FIGURE COLLECTION 3

540円

Earlier that week we went to an indoor one too and I got a Wii Rifle + a shield game in Box :) & a Japanese Mario still in bag from the Famous Anime franchise (: TOEI Animation :) I love that musketeer Cat Logo :D + I got some PS2 games + a cool red Movie Lamp :D I think I spent like 240kr = 38USD for it all :)



**I've been to many
FleaMarkets this year
& I've been really
lucky getting FX a lot
of Wii Games for my
New Wii & most I got
for only 10KR = 1.54US
:D Wii stuff in DK is**

cheap right now recently I've got a Box for my Wii Fit Board :D for only 2kr = 0,13US :) I also got a Slim PS2 & Games for 100kr = 15,24 US & a silver pink GBA SP with a DS Bag and 4 Games for 120KR = 18.54US a OK deal :)

I'm still not done moving in to my new apartment, but it should be done for my new year's issue in January :) and then I will take some Pics of my stuff for you all ;D it will be my Retro Living Room tour hihi ;D





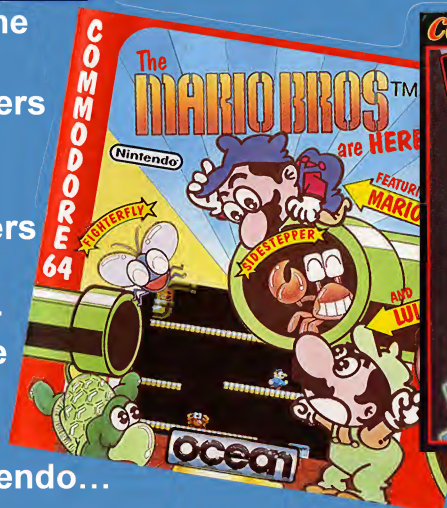
Platform: Commodore 64
 Developer:
 Time Warp Productions
 Publisher: Rainbow Arts
 Designer: Armin Gessert
 & Manfred Trenz (Graphics)
 Composer: Chris Hülsbeck
 & Jochen Hippel (ST)
 Release in: May 6, 1987
 Type: Platform
 Play Mode: Single-player &
 2play = Play Time Swits

then a Game being Exclusive to 1 System was unheard of in EU & made no business sense?... +  had already licensed Donkey Kong & Mario Bros for the C64, so Time Warp had no reason to believe that The Big N would Say no to them?... So the two young Game designers Armin Gessert & Manfred Trenz was tasked to make a new Mario-like Game, so Giana Sisters was born :D it got a lot of hype from all the C64 Magazines saying they expected this to be the game of the year :D It was Released in May 6, 1987 but not 06 long after stopped by Nintendo...

The Great Giana Sisters Was definitely 1 of my Favorite Games growing up :D and yes it was in part a Mario-esk type game but with Girls and its own story and Design :D which become clearer & clearer the longer you get into the Games Levels :D not to mention its own Rememberable Music taking full advantage of the C64 "SID" chip, I love Mario but he's a Man & there are girls so! ;D But not just because of that, is why I love it a bit more, but it has a more playful feel to it somehow ? :D

I Remember my Step-dad telling me that Giana Sisters was actually the first game & that Nintendo Ripped it off and just replaced the Sisters with the Plumber from Donkey Kong and Mario and I believed this for many Years ;)

But Let's get into the real history though, how did this game come to be and why ? "Time Warp Productions" wanted to Port Mario to the C64 and went ahead and made a Mario Promo for the C64 & other Computer systems when the Port for the C64 was done, they had a meeting with Nintendo and showed their port but the Big N being the Big N said NO.... Not a decision that made any sense to Time Warp Productions? As Back



There's some Debate as to how and why this happened? some say Nintendo made a formal sifted and assist, But others say the big N just had a talk with them (they were a small company compared to the Big N) so they agreed to pull the Game Back.

Nope this was not the case at all, according to an interview with Chris Hülsbeck the Real reason was that the Big N Threatened all the Sellers not to Sell Gina Sisters or they would no longer sell them Nintendo Products... so even though Gina Sisters made the Shops a ton of money the Prospect of not being able to sell any Nintendo Produces scared most the Sellers/Shops to apply with the Big N :(

There you have it that's what really happened, No Sellers = No Gina Sisters :(Which is a shame as Giana Sisters is its own game and not a Mario Game, but just a similar platformer.

And if you look at the History of C64 Games you could say that MARIO is a copy of them, So in a way my Stepdad was not wrong ;P ;D :D

yes Giana Sisters got send back from the markets but it did not end there 1000 apon 1000 of copies was made of it and put on tapes :D some had the Typical C64 Hacks that would give you unlimited time lives and so on :D the copy I had was on a regular Tape to :D

want to know more about Copies and My C64C? See R64 issue 001 :D



So how does the game play?

well you kill the Enemies by jumping on them like in sooo many other games NO not just in MARIO & you start as 1 sister just arrived in this Dream world as a normal girl :D

you got (STAR Like boxes) that has Cry-stals in it or 1 of many Power-Ups & not a Completely new thing on the C64 but yet similar to Mario ;D

First you get a Beach-Ball that gives you Punk hair :D this allows you to Smash Bricks :D and get points, Then there's a lighting-bolt that allows you to shoot lighting-Balls, but you can only fire 1 at a time though, and have to wait for it hitting your target or to bounce around and off the screen before you can shoot 1 more, this again is an old hat on the C64 ;D then there's 2 lightning-bolt which makes the Lightning ball bounce around even more.

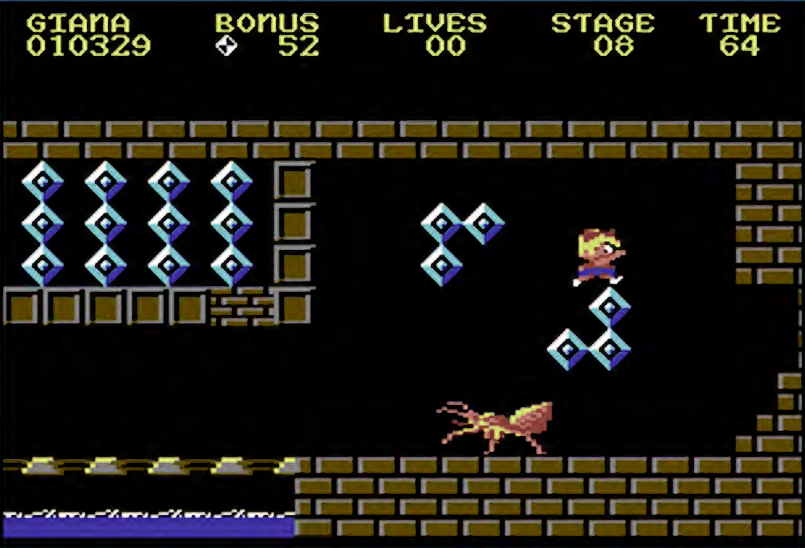
Here's a tip for skipping Levels if you are playing on a C64 or C64C, you just hold down this Keys: M-A-R-I-N while Playing the Game, Sadly in most EMUs you only have a Screen Keyboard = you can only press 1 key at the time :(

History:

The sisters Giana & Maria get sucked into a dream world and now got to fight their way to the end-castle to get back home

then there's a Strawberry that makes the Lightning Ball able to directly hit the Nearest Monster :D

On each Level you only have 100 Seconds to get to the end so you can get a Time watch too, that stops time so you have more time to collect Crystals :D & if you get 100 Crystals you get an extra Life, so it's always a dilemma how many Crystals to get and have many (Star Like boxes) to check, in the short time you have.



And yes this made Giana Sisters the harder game to play...

OMG I so Wont
this C64 C :D

I Absolutely love this game & if you Love Mario I Guarantee you like this Game so go get it on Tape or Floppy-Disk Or as a Rom For your PSP or Vita or Wii or C64 Mini :D

08



Magazine Game Ratings



Gave it an 8 of 10



Gave it an Overall 96%

RETRO 64

2018 Reading Is 100%

Based on:

- * it's Fun
 - * it's Cute
 - * Good Graphics
 - * Good Music
 - * Nice Design
 - * a game you keep coming back to :D
- You just got to love this game ;D



Developer:

* Spellbound Interactive
& Bitfield GmbH

Publisher:

* EU: DTP Entertainment
Bad Monkee (iOS)

* NA: Destineer

Executive Producer:

* Armin Gessert

Designer:

* Severin Brettmeister

* Jean-Marc Haessig

* Christian Wild

* Alex Pierschel

Composer:

* Chris Hülbeck
& Fabian Del Priore

Platform:

* Nintendo DS

* iOS

* Mac OS X

* Android

* Ouya

* Microsoft Windows

Release in:

* EU: April 3, 2009

* AU: August 2009

* NA: February 22, 2011

Type: Platform

German DevelopmentAwards =
(Deutscher Entwicklerpreis) :(
Were Giana Sisters DS got the
(Deutscher Entwicklerpreis 2009)
as Best Kids Game of the Year :)
And Armin Gessert got the First
ever (Hall of Fame Award) :D

it's so sad :(but we should be so
happy for him and that we got this
final Giana Sisters Masterpiece :D

Woow Just Woow :D to all you Fans of the C64
Game The Great Giana Sisters, if you have not yet
Played Giana Sisters DS, all I can say is Why ???...

Don't be afraid to pick it up its soooooo good and
will not disappoint you in anyway, after all this is
made by the man himself (Armin Gessert) it is soo
beautiful and playful and the Music is 100% Based
on the original Commodore 64 soundtrack :D
Composed by (: Chris Hülbeck :) and he's once
again the Composer :D

i absolutely Loved this game
since I first played it :D
the Animation on the Girls
& enemies is so good and
fluent it's beautiful & makes
you smile :D

not to mention the first time
I jumped on the New De-
signed red owl looking
birdy :D

this little
iiirrp-ph-

-Sound and it's
just so funny and
cute it made me -
well at least -

Sadly this -
Last and -
Game as -
November -
before the



it make



I Made you a PlayList here:
It starts out with a Live
orchestra playing the GS DS
soundtrack (it takes a bit to
start long black screen)
then 2 titles from the GS DS
and to finish it off the
Original C64
soundtrack :D
you can listen
to it while you
Read ;D



- laugh and it still does :)
- makes me Smile :D

- was Armin Gessert
- final Gina Sisters
- he past away the 8
- 2009 just barely one month

Here's 2 videos from The German
DevelopmentAwards I still cry :(when I
watch this...

Part 1

Part 2



The Videos are in German and I do under-
stand it but even if you don't you should
see them...



Armin Gessert

13 juni 1963

to 8 november 2009

founder of

Spellbound Interactive

25 years as

a Game Developer

Giana & Maria

will miss you

but your Girls will

live on for centuries

so all of us old and

new fans will never

forget you

R.I.P Hun...

so annnnnyyy-who here's the Storyline

(taken from the manual):

Giana is a young girl who fell asleep one evening while admiring her precious treasure chest. As she fell into a deep sleep, magical powers emerged from the treasure chest, bathing Giana's bedroom in a brilliantly bright light. Vibrating with mystical energy, the treasure chest fell off the bed with a crash. The lid flew open. Giana's sparkling blue diamonds spilled out of the treasure chest and disappeared into a deep, black hole. Giana, awakened by the light (and the noise), leaped off the bed and followed her prized diamonds into the darkness.

She suddenly found herself in a magical world.

Gianas diamonds were scattered all about her. She started to collect her diamonds and then decided to find out more about the secret of her magic treasure chest. Is Giana dreaming? You decide!

Ok so as I understand it, the Diamonds is the ones Giana got in The GS1 C64 Game :) and her sister Maria is Now somehow stuck in the Dream-world but when Giana Returns to the Dream-world Maria becomes her alter ego? Or they share the same Dimension space ??? and that's why only 1 can be there at one time?

yes it's a bit of a Complicated mystery??? Was Maria ever a real Girl or an Alter-ego of Giana ???



yes confusing, isn't it... so I rather see Maria as a real girl and the Sister to Giana :) she's just lost in the Dimension space :(But they still have a strong sister connection Literally Bonding them together :D

So how does the game play?

it play more or less like the C64 game but with some more features and now Giana & Maria Switches Places in the Game so the Powerup to Punk-Hair is now Maria and a hit turns you back into Giana :)

For more info see the Items info Box on next Page:



Items Info

- Blue Diamond - Collect 100 of these to gain an extra life.
- Red Diamond - Collecting every red diamond in each world unlocks a bonus stage.
- Punk Ball - Swaps Giana out for her sister Maria. Maria can break blocks, shoot fireballs, and take one extra hit.
- Soda Pop - Destroys blocks, extinguishes fires, and pushes enemies back.
- Bubble Gum - Allows Giana/Maria to fly. Can be controlled either by blowing into the microphone or, thankfully, buttons.
- Flower Pots - These act as checkpoints in the game.

some say GS DS is too Easy But I disagree,

yes it's way easier than GS C64 But it doesn't stay easy it gets just hard enough to keep you on your toes ;D

but it is maybe a bit too easy to get new lives = a ton of them...

But again this is ok

when you get to a tough spot and you start to see your lives dwindling from 20 to just 4 yikes but once you passed you quickly regain more lives, so I would say it's in the middle where it keeps you wanting more jet not being boring and definitely fun to play... And The Gameplay is Fluent and Lovely the button-commands are on the spot & always feels right :D yes this Games new word is (Lovely) The Graphics, The Music, The Animations, The Creature Designs, The Gameplay, The Menu, it's all Just Lovely :D Cute and funny :D so I highly Recommend to go get the Game or the ISO for the DS I have both lol :d :D



RETRO 64

2018 Reading Is **100%**
Based on:

- * it's Fun
- * it's Cute
- * Totally Lovely
- * Funny Enemies
- * Good Graphics
- * Nice Design
- * Good Animations
- * a game you

Love & keep
coming back to :D **11**



Gina Sisters Future NightMare



Original Cover & Screen Shots



X Name: Gina Sisters 2.....	New Name: Hard 'N' Heavy
Platform: Commodore 64.....	Developer: reLINE Software
Publisher: Rainbow Arts.....	Designer: Armin Gessert
& Andreas Escher & Manfred Trenz (Graphics)	
& Celál Kandemiroglu	
Composer: Chris Hülsbeck.....	Released in: 1989.
Type: Platform.....	Play Mode: Single-player,
	& 2play = Play Time Switch

Yes this was going to be a Gina Sisters 2 game & you might have noticed on page 2 of this MAG there's an Add for GS2 (here you can see a Screen-shot of the Game) and you could win a Trip to Germany & Rainbow Arts to meat Armin Gessert and see the development of GS2 and try the Beta :D sadly as you know GS1 got sent back from shops, do to shops getting Bullied by The Big N :(so I don't know if there was a winner of this contest or not?

The Game was this time set in a Future nightmare that doesn't really fit GS at all, so in a way I think it was a good thing that it got Renamed :D

yes the game was still made but instead of the 2 sister,
it got 2 little Space men/Robots called Heavy & Metal :)

Hence the New Game Name Hard 'N' Heavy.

▶ HARD 'N' HEAVY ◀



Sadly you saw a lot of this future Space looking Games in the 80s to 90s and it's just boring looking compared with the Previous world of GS1, it's just a lot of the same, But nonetheless this is actually a Pretty good game :D It is made by Armin Gessert after all :D so it can't be all bad ;D

The New Story is this:

In 1997, the year-long advertisement muzak of Japanese & Swiss watch companies has reached its aim: every human

that thinks something of himself, now owns twenty to thirty quartz clocks. Prom-ptly the great crisis is ahead: every clock needs a new lithium battery once a year, the supply of lithium on earth is exhausted in only a few months. Fortunately, the astronomy discover a great occurrence of lithium on Mars. Quickly, spaceships are built, a Mars base is erected and the first mines are dug. In the meantime scientists develop the ideal mine-worker on earth: a small robot, which can decide on its own and thus search for further lithium in the mines. Two of this robots, named jestingly "Heavy" and "Metal" are sent to Mars. Stupidly, the OS/5 operating system of the two plate miners contains a small mistake. When seeing the complex tunnel systems in the lithium mines they forget their mission and walk on their own through the cave systems in the search of adventures, thrill and a new high score.

So how does it play and what's the goal ?

My first impression is, it's HAAARRRDDD :D it's harder than GS1, But it's Definitely a fun Game and I really like the Monsters :D

But be Careful most of them are Kamikazes they literally Jump at you so it's easy to miss them & they're are Fast...



In H`N`H you can Shoot from the get go, & the shoot Mechanic is Like in GS1 You can only Shoot one shot at a time & not shoot again before it has hit a target or left the Screen, And it Bounces too when you shoot it and it hits a Surface, so Timing is Key, so it's literally hit or miss...

1 big difference between Gina Sisters 1 & Hard 'N' Heavy, is that you now can't kill enemies by jumping on them, if you do you die.

Another thing that is different from GS1, is you now have no Beach Ball power-up so you can't destroy Techno-Rocks with your head, but you can Now Destroy the Techno-Rocks with your Shots, So you got to be careful not to shoot too many or the Wrong one, it might give you troubles like a jump you now can't make :(You can also get Power-Ups that allows you to shoot 2 or 3 after another :D

Controls:

- left/right: Movements
- up: Jump
- Fire button: Shoot
- Spacebar: Choose extras

Extras Lives:

100 Crystals = Extra life.
Get a Extra life Power Ups



Window1: shows you how many shots you can shoot at 1 time (1,2 or 3)

Window2: shows you how many invulnerability Batteries you have left.

Window3: shows you a Timer when you are using a invulnerability Battery & when it's up, so is your time on the invulnerability Battery and you are no longer invulnerable (you will hear a sound when the time is almost up warning you)

Window4: shows you the number of Bombs you have (you can throw them to kill all Enemies on Screen)

Window5: shows your number of Lives Left

Window6: under Window5 shows you what Level number you are on (there is a total of 25 Levels, after that you go back to Level 1 but in a Harder mode than before, yikes!)

(Inside the Spinning Plates you find Power-Ups like in the Star Boxes in GS1 & some Boxes are just a Grey box with a line in the middle) & it eats up a lot of your Time, Yes this has a timer too & it's definitely more frustrating than the one in GS1, it's way too short for this game...

Like in Mario you can Find Bonus Levels in FX one of the Holes that would normally kill you :D (: look for a fine Line over the hole, ohhh & time stops in the Bonus Levels ;) you get back out by standing on the Blue Platform and press down :) But something mario 1&2, at the time, did not have, was Save-Check-points that you will ReRezz at if you get killed :) Hard 'N' Heavy does :P (be aware you have to walk over them, for them to activate, if you jump over them it don't count)

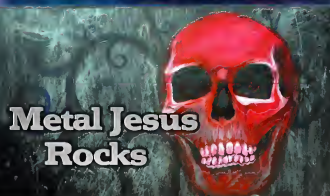
All in all this is a good and fun game, So I definitely Recommend you to get the original Tape/Floppy Disk or the ROM and play it on your 64Mini or PSP or Wii :D

RETRO64

2018 Reading Is **76%**

Based on:

- * it's Fun
- * Nice Enemies
- * Good Graphics
- * Nice Design
- * Good Animations
- * a game you Love & keep coming back to :D



Metal Jesus Rocks is Definitely 1 of the Many Many Retro YouTube Channels I would recommend to you I had hoped to get an interview for the Mag with MJ, but I have had no Replies back but that's ok I do remember him saying something along the Lines (I get so many request for inter-

14 -views from Bloggers it's impossible for me to Respond, so I have to

ignore them) in a Podcast with Pat the NES Punk, I think it was?. but none-theless MJ is a nice guy and I'm in no way mad, just hope he discovers my RETRO 64 Mag some day and ask to be interviewed ;D
 annnnnyyyy-how :) why should you watch Metal Jesus???...
 1 good quality Videos. 2 MJ covers a ton of different Retro stuff new and old from Computers to console & other devices + Retro Movies Music & LP/Vinyl & accessories new and old :D

what's really unique about this channel is, that as MJ says (I can't Claim to be all knowing) so what does he do? He Brings in a ton of friends & Colleges to make a video about the 1 subject they have top knowledges about like:
 FX: Kelsey Lewin who's the co-owner of The Retro GamesShop "Pink Gorilla" and a Podcast, and after being on MJ channel made her Own YouTube channel :) I highly recommend Kelsey Lewin YouTube Channels :D

Here's some of the YouTubers who frequently appears on MJ's Channel Better known as "THE METAL JESUS CREW":



Co-Owner of Pink Gorilla And I definitely do a Review on her in a future issue.



John Riggs: RIGG'd Games.



Radical Reggie



Kinsey Burke



John Hancock



and just 4 months ago Riff from TheNesPursuit AKA Retro Liberty AKA Pixel Game Squad :) yes he's back from the Dead and so is TheNesPursuit :D I am so happy & yes I definitely do a Review on him in a later R64 Mag ;D



Drunken Master Paul



Circuits and Coffee



Metal Jesus Rocks Channel

all this makes some fun & interesting & informative videos :D so I can't recommend it enough:



**MAKE YOUR NES GAME.
NO CODING REQUIRED**



You Tube



**BACK US NOW ON
KICKSTARTER**



RETRO 64 - this is a Free NEW Ad :D